

CHINA, 1937. THE MEN AND WOMEN OF THE YANGTZE ROCKET PATROL PROTECT AMERICAN INTERESTS IN THE FAR EAST...MEANWHILE, THE IMPERIAL NIPPONESE EMPIRE LOOKS GREEDILY AT ITS RESOURCE RICH NEIGHBORS

FLY WITH THE YANGROCKPAT IN THE MYSTERIOUS EAST! WHO WILL THE ROCKET SOLDIERS CONFRONT NEXT? WILL DR. PI ONCE MORE EQUAL TROUBLE? CAN WARLORD HONG ACHIEVE HIS DREAM OF CONQUERING ALL CHINA? DOES THE LAO TZE GANG FINALLY CONTROL THE SHANGHAI UNDERWORLD? ALL THIS AND MORE IS POSSIBLE IN THE ADVENTURES OF THE YANGTZE ROCKET PATROL!

AN ADVENTURE BY MEL WHITE AND BILL WHITE FOR THE SPIRIT OF THE CENTURY ROLEPLAYING GAME

Spirit of the Century Yangtze Rocket Patrol

Background.

China, 1937. China is divided between three competing powers. The Japanese Empire occupies the northeast of the region; in an area they call Manchukuo. The Japanese also occupy many coastal cities and regions from Canton up through Peking. In the west Mao Tse Tsung leads his communist followers and has control. The Communists continue to gradually eat away into the rest of China. Major Communist cities are Chungking and Ledo. Finally, in the southeast, feudal warlords vie for power against each other, while at the same time seeking to resist or manipulate encroachment from the Japanese and the Communists. Hong Kong remains a British Colony, and nearby Macau is a Portuguese Colony.

In the midst of this all is Shanghai; "Paris of the East". Shanghai is neutral ground, its relative independence secured by Western Powers who maintain small military forces in the International Sector of the city. Among these forces are the French Navie Oriente (aboard small riverine patrol boats), the British Royal Hussars (equipped with Mark II powered armor suits), and the American Yangtze Rocket Patrol (equipped with rocket packs). Residing within the city as well are representatives from all the Great Powers and aspiring Great Powers: Russia, Turkey, Italy, Germany, and others. Likewise, the city's neutrality means that Japanese officers and troops use the city for rest and relaxation visits—although at some risk to Chinese freedom-fighters. The city is nominally ran by a Chinese Council, but the Council rarely acts without instructions from the China Diplomatic Advisory Group, made up of American, British, French, German, Russian, Dutch, Italian and Portuguese advisors—who seldom agree on anything.

GM Background

More relevant to our adventure are the recent machinations between one of the southern warlords and the Japanese. Warlord Hong, from his fortress along the Yangtze River, has made an agreement with the Japanese Empire to provide metallic ore dug from his mine at the 'Mountain of Death' in exchange for the latest in Japanese military technology. Warlord Hong is trading 'rocks' for backpack gyrocopters, rocket harpoons, powered armor, and electronic warfare equipment. Warlord Hong knows the ore is valuable, and he believes the Japanese are using metal from the ore to create the latest advances in military technology. Warlord Hong is mistaken. In fact, the Japanese are extracting Uranium from the ore for use in creating an experimental atomic energy reactor to power a super-secret typhoon generator, located on a remote island (Toho Island) in the Western Pacific.

In the latest Japanese experiment with the typhoon generator, the machine created a much bigger and more distant typhoon than planned. This typhoon forced the TransAmerican ocean-going airship, *Manchu Clipper*, in-bound from Manila on the final leg of its San Francisco to Shanghai transit, to divert from its planned course. Ironically, the airship diverted to a course that brought it close to Toho Island and it was spotted by the Japanese. Concerned that the airship passengers might have seen too much, the

Japanese sent word to their new Chinese ally, Warlord Hong, to have the *Manchu Clipper* shot down and all navigation charts destroyed. Warlord Hong, however, thinking that the *Manchu Clipper* would be a great prize, has ordered his men to capture the airship. Warlord Hong's instructions to his subordinates are to seize charts and papers from the airship's control cabin, to send pretty women to the 'Menagerie'—Hong's seraglio—and to send all others to the mine at Death Mountain. It is at the attack on the *Manchu Clipper* that our adventure begins!

Scene Summary

Although these scenes are numbered, after Scene 1 (the attack on the *Manchu Clipper*) subsequent scenes can occur out of sequence or be skipped altogether.

Scene 1. *Manchu Clipper* Mayday!

In this scene, the soldiers of the Yangtze Rocket Patrol (hereafter abbreviated YANGROCKPAT) confront Warlord Hong's Sky Pirates and, win or lose, learn that Hong has powerful new allies. The YANGROCKPAT learns that impressed laborers are being forced to work at the Mountain of Death, and that Hong maintains a menagerie of Western women prisoners for his entertainment.

Scene 2. The Shanghai Club

Much of the information available in other scenes can be made available in this scene because the Shanghai Club is a common venue for all the various competitors in China. In this scene, the YANGROCKPAT can learn that Warlord Hong is making secret deals with the Japanese, and that cargo is transferred to Hong's men on the river docks. The YANGROCKPAT can learn that several villages in Warlord Hong's domain in the vicinity of Death Mountain are virtual ghost-towns, and that Warlord Hong's troops have been unusually aggressive in recent weeks—crossing into neighboring domains and capturing villagers--thanks to impressive new technology: gyrocopters and powered armor.

Scene 3. Warlord Hong's Fortress

In this scene, the YANGROCKPAT learns that Warlord Hong has allied with the Empire of Japan, and has acquired advanced Japanese technology in exchange for some rocks mined from the Mountain of Death. Furthermore, the rocks are loaded aboard Japanese amphibious aircraft and flown east to points unknown. YANGROCKPAT can learn that with the Japanese technology, Warlord Hong will very likely be able to defeat the other Chinese Warlords, the Communists, and then throw the Western powers out of China.

Scene 4. Mountain of Death

In this scene, the YANGROCKPAT learns or confirms that Warlord Hong is using forced labor to mine the mountain. The YANGROCKPAT learns that Warlord Hong needs a frequent influx of new workers as most workers quickly grow sick in the mine and perish. The rocks from the mine are delivered via truck to Warlord Hong's fortress. Potentially, the YANGROCKPAT learns that the rocks dug from the mine are radioactive and are embedded with uranium ore.

Scene 5. The Docks

In this scene, the YANGROCKPAT learns that the Japanese are supplying Warlord Hong with advanced military equipment: Gyrocopters, Rocket Harpoons, and Powered Armor suits. The YANGROCKPAT can also learn that this equipment is being provided in exchange for 'worthless rocks' from the Mountain of Death.

Scene 6. Backtrack the Manchu Clipper Route

With this course of action, the PCs have realized or guessed that the attack on the *Manchu Clipper* was no coincidence, and was actually intended to eliminate passengers, crew, maps, photographs, drawings, and any other item that might have made note of the secret Japanese facility on Toho Island (an unmarked and unnamed island not shown on any charts).

Backtracking the *Manchu Clipper's* route should be hampered by typhoon weather initially (treat as a Great attack versus an appropriate PC skill: Piloting, Athletics, etc.).

Once in sight of Toho Island, the PCs should be attacked by Japanese sea-plane fighters--slow and ungainly, but the best that is available to the troops on the island.

GM Note: The PCs may likely choose this course of action right after Scene 1. This is OK! The incentive for the PCs to investigate Death Mountain or Hong's Fortress is the possibility of prisoners and forced laborers--perhaps even fellow Rocket Soldiers--at those locations, but ultimately it's best to let the game go where the players take it.

Backtracking the *Manchu Clipper's* route is clever thinking that should be encouraged.

Scene 7. With the Japanese Navy

With this course of action, the PCs have most likely either followed the disguised Japanese sailors from the Docks (Scene 5) or have been captured by those sailors. In this case, the sailors return to a larger ship--an aircraft carrier, plus 2-3 smaller ships--that quickly sets sail towards the east. The fleet is preparing to deliver supplies and materiel to the research facility at Toho Island.

Scene 8. Toho Island

In this scene, the YANGROCKPAT has traced the flow of ore from the Mountain of Death to the ultrasecret Japanese scientific research facility working on developing an atomic-powered typhoon generator. However, at Toho Island, the YANGROCKPAT encounters the unintended by-product of atomic experiments: a 'strange beast'!

Scene Write-Ups

Scene 1. *Manchu Clipper* Mayday!

Scene Aspects:

- *Manchu Clipper* in trouble
- Gyrosoldiers! They're everywhere!
- A Long Way Down

Description: Approaching the last reported location of the *Manchu Clipper*, the YANGROCKPAT sees the airship a short distance away, apparently attempting to outrun Air Pirates but flying in a circle! Above the *Manchu Clipper* a smaller airship is keeping pace--written in Chinese on the smaller ship is its name "*Mountain Witch*". Ropes hang from the *Mountain Witch*, and men descend onto the *Manchu Clipper*. Some can be seen clambering atop the *Manchu Clipper*, and dropping into access hatches at the top of the airship. Meanwhile, backpack gyrocopter wearing fliers flit around the *Manchu Clipper*, firing submachine gun bursts into the engines and control cabin. Finally, from the ground a rocket propelled harpoon has been fired up into the *Manchu Clipper*. A cable runs from the harpoon back to a large truck-mounted winch on the ground, and the *Manchu Clipper* is slowly being winched to the ground. Soldiers are near the truck ready to defend it and operate the winch. The YANGROCKPAT knows that *Mountain Witch* belongs to Warlord Hong, one of the craftiest, cruelest, and troublesome of the Chinese Warlords.

Physical Layout / Zones

- The *Manchu Clipper* is 10 zones above the ground. It will be winched one zone lower each round as long as one harpoon is operating. [GM Note: It will be winched 2 zones lower per round if 2 harpoons are pulling it to the ground.]
- The YANGROCKPAT begins the scene 5 zones away from the *Manchu Clipper*.
- The *Manchu Clipper* is a four-engined zeppelin (2 engines per side). It has a rigid latticework metal shell covered by fabric. Within the shell are helium-filled gas bags that provide lift. Also inside are areas for cargo, passengers, and crew. Jutting from the bottom of the airship is the control bridge. The *Manchu Clipper* is 4 zones in size: the exterior (the top and the four engine mounts on the side), the interior gas cell and cargo area, the cabin areas, and the bridge.
- The *Mountain Witch* is a two-engined blimp (1 engine per side). It has a non-rigid gas bag filled with hydrogen. Within the interior of the ship is room for the crew and cargo. Hanging below the gas bag is the control cabin. The *Mountain Witch* is 3 zones in size: the exterior (the top, the engine mounts, and the machine-gun nests), the interior (gas cells, cargo area, and crew quarters), and the bridge.
- [GM Note: Zones 'outside' the airships and zones 'inside' the airship are obviously not the same size!]
- Machine guns have a range of 3 zones.

* An obvious reference to Timothy Kleinert's 'The Mountain Witch' RPG

- Gyrosoldiers armed with submachineguns have a range of 2 zones.
- Boarders armed with pistols have a range of 1 zone.
- Harpooners armed with rifles have a range of 3 zones.
- The rocket harpoon has a range of 20 zones. Each harpoon reduces any Pilot rolls on the *Manchu Clipper* by 1. If struck by 1 harpoon, the *Manchu Clipper* can only fly in a circle. If struck by 2 harpoons, the *Manchu Clipper* is stationary--other than being winched downward at the rate of 2 zones per round.

Call for an Alertness Roll (to notice more information not readily apparent--assume PCs can share information):

Result +1: Each group of pirates (boarders, gyrosoldiers, and harpooners) numbers approximately 12. [Create Aspect "Got your number"]

Result +2: With each group of 12 pirates is an additional leader (13 total). [Create Aspect "The key man"]

Result +3: The *Mountain Witch* has a machine gun mounted on its starboard and port sides, manned by 2 men each. [Create Aspect: "Watch the guns"]

Result +4: There is a second harpoon truck on the ground, setting up for a shot. It also is manned by 12 soldiers and a leader. [Create Aspect "Almost ready"]

Result +5: The *Mountain Witch* control cabin has 6-7 men inside. [Create Aspect "No surprises"]

As a result of the Alertness roll, award all the information from the highest roll and below, but only create one Aspect based on the highest roll.

Suggested Compels:

- One of the PC Rocket Soldiers is actually aboard the *Manchu Clipper* returning from leave--without his Rocket pack!
- Someone known to one of the Rocket Soldiers (an Aspect) is aboard the *Manchu Clipper*

Suggested Dialogue (in order to reveal plot points); plus relevant skill if applicable

- Intimidation: "Ah, Rocket Soldier! Soon you will join your friends in the Mountain of Death!"
- Rapport: "Rocket Soldier! Why do you fight against Warlord Hong? With our new allies and fine new equipment, no one can stand before us!"
- Intimidation: "Hand over the navigation charts! And the log book!"

Gyrosoldiers:

Leader: **Colonel Hu**. Skills: Weapons 5, Athletics 4, Intimidation 4, Alertness 3, Guns 3, Leadership 3, Demolition 2, Engineer 2, Drive 2, Fists 2, Pilot 1, Rapport 1, Deceit 1, Stealth 1, Endurance 1.

Aspects: Communist Sympathies, Seeking Revenge, Fear of Failure, Ruthless, Trained by the Best

Hit Points: 0

Consequences: Mild_____Moderate_____Severe_____

Fate Points 0 0 0

Gyro soldiers operate in groups of 4. Colonel Hu accompanies one group.

Colonel Hu + 4 Average minions (Alertness 3). Colonel Hu and his group are between the YANGROCKPAT and the Manchu Clipper. Colonel Hu gains +2 to his rolls with 3-4 minions, and +1 to his rolls with 1-2 minions. Minions: O O O O

Group 2: 4 Average Minions (Alertness 1). Group 2 operates adjacent to the Manchu Clipper on the left. O O O O

Group 3: 4 Average Minions (Alertness 1) Group 3 operates adjacent to the Manchu Clipper on the right. O O O O

Boarders:

Leader: Colonel Hwat Skills: Guns 5, Athletics 4, Intimidation 4, Alertness 3, Endurance 3, Leadership 3, Demolition 2, Engineer 2, Drive 2, Fists 2, Pilot 1, Rapport 1, Deceit 1, Stealth 1, Resolve 1.

Aspects: For Glory; Get Rich Quick; To Please the Master; What No One Knows; Cunning

Hit Points: O O O

Consequences: Mild_____Moderate_____Severe_____

Fate Points O O O

Boarders operate in groups of 4. Colonel Hwat accompanies one group.

Colonel Hwat +4 Average Minions (Alertness 3). Colonel Hwat is racing to the *Manchu Clipper* bridge. He starts 3 zones away, so his first action will be to sprint to the bridge with his group. Colonel Hwat gets +2 to his rolls for 3-4 minions, and +1 for 1-2 minions. Minions: O O O O

Boarder Group 2: 4 Average Minions (Alertness 1) Boarder 2 enters the *Manchu Clipper* to control the passengers and crew. O O O O

Boarder Group 3: 4 Average Minions (Alertness 1) Boarder 3 remains on top of the Manchu Clipper to control access, receive prisoners, and send them to the *Mountain Witch*. O O O O

Harpoon Group A:

Leader Colonel Hwi Skills: Intimidation 5, Alertness 4, Fists 4, Endurance 3, Resolve 3, Leadership 3, Demolition 2, Guns 2, Engineering 2, Fists 2, Pilot 1, Rapport 1, Deceit 1, Stealth 1, Drive 1.

Aspects: From the Ground Up; Martinet; Troublemaker; Hong's Favorite; She will be mine

Hit Points: O O O O

Consequences: Mild_____Moderate_____Severe_____

Fate Points O O O

Harpoon Group A operates in groups of 6. Colonel Hwi accompanies one group and mans the rocket harpoon gun.

Harpoon Group A1: Colonel Hwi +6 Average Minions (Alertness 3). Colonel Hwi gets +3 to his rolls for 6 minions, +2 for 3-5 minions, and +1 for 1-2 minions O O O O O O

Harpoon Group A2: 6 Average Minions (Alertness 1) O O O O O O

Harpoon Group B:

Leader: **Colonel How**: Skills: Engineering 5, Resolve 4, Weapons 4, Guns 3, Academics 3, Leadership 3, Demolition 2, Investigation 2, Sleight of Hand 2, Fists 2, Art 1, Endurance 1, Deceit 1, Stealth 1, Drive 1.

Aspects: Worth a Fortune; Do What I Say; My Loyal Troops; Too Old For This; Whatever is Required

Hit Points: O O O

Consequences: Mild_____Moderate_____Severe_____

Fate Points O O O

Harpoon Group B operates in groups of 6. Colonel How accompanies one group and mans the rocket harpoon gun.

Harpoon Group B1: Colonel How +6 Average Minions (Alertness 3). Colonel How gets +3 to his rolls for 6 minions, +2 for 3-5 minions, and +1 for 1-2 minions

O O O O O O

Harpoon Group B2: 6 Average Minions (Alertness 1) O O O O O O

Mountain Witch Bridge Crew:

Leader: **Colonel Hwer** Skills: Pilot 5, Engineering 4, Leadership 4, Alertness 3, Guns 3, Endurance 3, Resolve 2, Rapport 2, Drive 2, Fists 2, Empathy 1, Weapons 1, Deceit 1, Stealth 1, Demolition 1.

Aspects: Paid to fly, From up here, No questions asked, Protect the ship, War wounds

Hit Points: O O O

Consequences: Mild_____Moderate_____Severe_____

Fate Points O O O

Bridge Crew: Colonel Hwer +6 Average Minions (Alertness 3) Colonel Hwer gets +3 to his rolls for 6 minions, +2 for 3-5 minions, and +1 for 1-2 minions

O O O O O O

Mountain Witch Machineguns:

Leader: (none)

Port side Machine gun: 2 Fair minions (Alertness 1). OO OO Machinegun range 3 zones

Starboard Side Machinegun 2 Fair minions (Alertness 1) OO OO Machinegun range 3 zones.

GM Advice.

This scene can seem very hectic and very busy. There are certainly a lot of bad guys! Plus, there are things like passengers, crew, cargo, etc., that the players may wish to utilize or investigate. When a player has their PC do something unexpected, simply determine a difficulty and an appropriate skill--the attempt either succeeds or it fails! One point to keep in mind is that the *Manchu Clipper* passengers are counting on the

crew to keep them safe, and the crew is counting on the Yangtze Rocket Patrol! There is no cavalry to come to the YANGROCKPAT's rescue--the YANGROCKPAT *is* the cavalry. However, reward player creativity. In one game, a player used her character's Companion stunt to bring into the scene an Engineer contact aboard the *Manchu Clipper*. Similarly, a player used Engineering to drop the *Manchu Clipper's* 'anchor' (ballast) onto one of the Harpoon trucks far below!

Not all the bad guys need to be defeated. For example, if the YANGROCKPAT cuts the cables of the rocket harpoons, then the troops on the ground can be ignored.

Or, if the YANGROCKPAT disables the *Mountain Witch's* two engines, then it is out of the fight. Similarly, if an Engineer minded Rocket Soldier rigs the *Manchu Clipper* engines to produce '200% power (or whatever)' then that Rocket Soldier's Engineering roll against Colonel Hwer's Piloting skill (5+4dF) can be used as the number of zones each ship can move--perhaps allowing the *Manchu Clipper* to escape (as long as the harpoons are cut!)

The most important thing about this scene, though, is not the rescue of the *Manchu Clipper*. The most important thing is the passing of information: Warlord Hong has new allies, Warlord Hong is acquiring Japanese equipment, Warlord Hong needs laborers for Death Mountain, Warlord Hong's men want the navigation charts from the *Manchu Clipper*. Those pieces of information give the players enough to have to choose between various courses of action. In fact, in one iteration of this adventure, the Air Pirates succeeded in capturing the *Manchu Clipper* and took it back to Hong's Fortress! The YANGROCKPAT then had to go free the passengers and crew from right under Hong's nose!

This scene normally takes 60-90 minutes to run, with the numbers of troops listed here. To reduce that time, reduce the number of minions or eliminate one complete type of minion (for example, eliminate the Harpoon guns). For added complexity, throw in some mercenary dogfighters flying for Warlord Hong--White Russians, for example; or former Great War aces.

Scene 2. The Shanghai Club

Scene Aspects:

- Black Tie Only
- Private Rooms Upstairs
- The Walls Have Ears

Description: The Shanghai Club is a well-attended, high-class drinking, gambling, and hotel establishment on the Shanghai Bund (waterfront). It's owned by Jack Darlak, an expatriate American, and staffed by local Chinese. The entertainment is usually local musicians playing for attractive Western or half-western lady singers. Its patrons are mostly foreigners, although some well-to-do and connected Chinese will also be found here--usually conducting business during games of chance. The Club provides a place for the Rocket Soldiers, as well as their counterparts in other armed forces, to have some drinks, blow off a little steam, and enjoy themselves for a few hours. It's also a place where the Rocket Soldiers can interact with Japanese and Chinese personalities. Physically, the club is a four story building with an alley to either side, and a small garden or park in the back. The Club is fronted by the street; on the other side of which is the river (technically the Huangpu (Yellow Bank) River but we will call it the Yangtze). The basement is full of store-rooms and sleeping areas for some workers. The first floor is a dining room and kitchen, plus offices for the local management. The second floor holds the bar, the game room (pool, darts, etc), and the club rooms (poker, other card games); the third floor holds smaller rooms that can be set up for private dinners, parties, or games of chance. One room is Jack Darlak's office and bedroom. The fourth floor holds bedrooms that are available for lodgers.

Suggested Compels:

- The Shanghai Club is a high-class place—formal attire only: this means no Rocket Packs can be worn inside (Check your Rocket Packs at the door, gentlemen!)
- A PC with a gambling-related Aspect is deep in debt to someone present at the Club
- A PC with a romance-related Aspect has had a prior affair with the attractive singer at the Club, and she wants him back
- A PC with a drinking-related Aspect will be hard-pressed to avoid one more drink

Suggested Encounters/Dialogue (in order to reveal plot points); plus relevant skill if applicable

- A local waiter worries that he has not heard from his family in several weeks. They live in a village in Warlord Hong's domain.
- Jack Darlak expresses concern that Molly Mullaly, an American journalist, has not returned to her room on the 4th floor. Investigating the room shows she had made plans to interview Warlord Hong and had arranged a boat charter up the river. Molly is now captive in Hong's Menagerie.
- A typhoon in the East China Sea caused a tidal surge along the Chinese coast, destroying some boats, damaging villages, and killing some sailors and fishermen. It's an unusual time of year for typhoons!

Events in the Shanghai Club

1. Games of Chance. PCs looking for a good time, or looking to kill some time can easily find games of chance: poker, blackjack, craps, and roulette. PCs who lose big can find themselves embroiled in escapades of the GM's choosing.
2. Service Rivalries. While minding their own business, the PCs are accosted by members of the Navie Oriente and the Royal Hussars who want the Rocket Soldiers to join their drinking game/competition. Refusing is a sign of cowardice, effeminacy, and an insult. Defeating the other services is an insult. Losing is a sign of weakness and grounds for bullying.
Navie Oriente 6 x Fair minions: OO OO OO OO OO OO
Royal Hussars 6 x Fair minions: OO OO OO OO OO OO

3. Live it Up. Penny Miloni, the pretty singer currently performing for the Club, forms an attraction to one of the Rocket Soldiers. She will use the dialogue of the song as 'attacks' on the character in order to win his affections.

Penny: Skills--Rapport (5), Deceit (4) Athletics (4), Empathy (3) Resources (3) Alertness (3), Drive (2) Guns (2) Investigation (2) Stealth (2) Resolve (2), Endurance (1) Might (1) Demolitions (1) Sleight of Hand (1) Burglary (1)
Aspects: All for Love, Femme Fatale, Eyes to Die For, She Has to Have It, No Choice For Me
Stunts: Popular Gal (+2 Rapport for Seduction attempts); The Right Questions (Use Rapport for Contacting); Smooth Recovery (One extra Moderate social consequence);
Hit Points: O O
Fate Points O O O
Consequences:
Mild_____Moderate_____Moderate_____Severe_____

Penny is actually an agent for Mussolini, and will want the Rocket Soldier to provide a Rocket Pack for her to pass to her handlers in the Italian Consulate.

4. Neutral Ground. Hong's minions meet with Japanese partners to arrange the next phase of their partnership. The Rocket Soldiers become aware or are made aware of a game of chance going on in one of the private rooms. The players are Japanese and Chinese 'businessmen'. If they have a chance to observe the game, a successful Empathy (+3) Investigation (+2) or Gambling (+1) will reveal to the PCs that the Japanese are losing intentionally in order to pass over money to the Chinese. Likewise, the men's cryptic conversation reveals that a planned exchange will occur tonight at the docks.
 - a. Hong's Men: Mr. Chow plus 4 Fair bodyguards
Chow: Skills--Gambling (5), Intimidation (4) Contacting (4), Art (3) Resources (3) Alertness (3), Endurance (2) Resolve (2) Guns (2) Academics (2) Leadership (2), (1) Might (1) Demolitions (1) Investigation (1) Burglary (1)

Aspects: For the Right Price; This Gold Watch; The Forbidden City; Hong Is Watching; Two Sides to Every Tile

Fate Points: O O O

Stunts: Gambling Man, The Devil's Own Luck, Never Bluff a Bluffer

Hit Points: O O

Consequences: Mild_____Moderate_____Severe_____

Minions: OO OO OO OO

b. Japanese: **Admiral Date** (dah-tay) plus 4 Fair bodyguards

Date: Skills--Resources (5), Deceit (4) Gambling (4), Sleight of Hand (3)

Endurance (3) Resolve (3), Alertness (2) Empathy (2) Rapport (2) Stealth (2)

Academics (2), Drive (1) Pilot (1) Art (1) Investigation (1) Guns (1)

Aspects: Back to Japan; Send This Away; Suspicious Mind; Head of the Class;

Eye For Detail

Fate Points: O O O

Stunts: Bump and Grab, Sleight of Hand, In Plain Sight

Hit Points: O O O O

Consequences: Mild_____Moderate_____Severe_____

Minions: OO OO OO OO

GM Advice.

The Shanghai Club is a great medium to use to provide the opportunity for the PCs to gain information. Because the Club is frequented by Japanese and Chinese patrons, the YANGROCKPAT can encounter minions of Hong or the Japanese at the Club.

They can extract information from clever dialogue, games of chance, or physical intimidation if need be. Because information has value, NPCs will be willing to trade what they know in order to overcome other debts. Similarly, NPCs who have information may be willing to forgive PC debts in exchange for some direct action from the PC. In addition, in a longer game, the Club is the place to introduce complications for the players and to provide opportunities for the players to develop personalities and backgrounds for their characters. Not everything has to be about the mission!

Scene 3. Warlord Hong's Fortress

Scene Aspects:

- Secret Passages
- Guards at their Posts
- Scurrying Servants

Description: Hong's Fortress is on high ground overlooking a small village and a small airfield. The fortress itself is a multi-level structure built on 8 successive octagonal tiers, with each tier slightly smaller than the one below it. At each corner on the bottom tier is a machinegun. At each corner on the second tier is an anti-tank cannon. At each corner on the third tier is an anti-aircraft cannon. The next three tiers are not armed, and the seventh tier is armed with more anti-aircraft cannon. Three guns of each type can fire on attacks coming from any direction. The eighth tier is Warlord Hong's sanctum.

Suggested Compels:

- A woman known to one of the Rocket Soldiers (an Aspect) is a prisoner in Hong's Menagerie.
- An animal loving Rocket Soldier will want to defeat the Ape guards without hurting them--or free the ape guards as well as any women!

Suggested Dialogue (in order to reveal plot points); plus relevant skill if applicable

- Rapport: "I do what I must to defeat the Communists. I will deal with the Japanese in time. You want to see the Communists defeated do you not?" (Hong/Roxanna)
- Intimidation: "I will remember my friends--and my enemies--when I rule in Shanghai!" (Hong)
- Resources: "My new allies are very wealthy--they must be, to trade the technology you see here for some rocks and metal from my mines. Join with me and you, too, can share in this bounty." (Hong)
- Intimidation / Engineering: "The Japanese are good at what they do--science and technology, for example. They are far ahead of even your barbarian country." (Hong/Roxanna)

Events in Warlord Hong's Fortress and Surroundings:

1. The Menagerie. The site of Warlord Hong's women prisoners. They are guarded by above-average intelligence apes.
Ape Guards: 6 Fair Minions OO OO OO OO OO OO
Aspects: Above average intelligence; Is that a banana?; Feet like hands; Mighty strength.
Fate Points (as a group) O O O
2. The Sanctum. Warlord Hong plots his next move from the luxurious suite of rooms on the eighth level of his fortress. He will be accompanied by his beautiful but deadly partner in crime, Roxanna Smertikov. In addition, in the event of any alarms, Hong will have his elite bodyguard protecting him.

Warlord Hong

Skills: Intimidation (5); Alertness (4) Athletics (4); Science (3) Leadership (3)
Endurance (3) Academics (2) Weapons (2) Drive (2) Might (2) Deceit (1)
Demolitions (1) Burglary (1) Sleight of Hand (1) Engineering (1)

Aspects: Soon, I will rule; Barbarians, all of them; Tyrant; A Pretty One; Mysteries of the East; Trust No One; Before I kill you...; Lucky Number Eight; My spies are everywhere; Roxanna, my current love

Hit Points: O O O O O (Plus Bodyguard)

Stunts:

1. Unapproachable (Use Intimidate to defend against Rapport, Deceit, and Empathy; and in place of Resolve for Hit Points)
2. Infuriate. +2 to get someone angry; then use Intimidation as complementary skill in any subsequent reaction.
3. Scary: Resist Intimidation with Intimidation
4. The Promise of Pain: With a successful Intimidation Attack, spend a Fate Point to force a Consequence (at the lowest available level; if all consequences are already full, then the target is Taken Out)
5. Steely Gaze: With an Intimidation Attack, target is locked into a contest of wills and can only take Intimidation Actions against each other that does not end until one or the other takes a consequence, concedes, or is interrupted by some other attack. Defenses against an interruption are at -2.

Fate Points O O O O O

Consequences: Mild_____Moderate_____Severe_____

Body Guard: OOO OOO OOO OOO

Roxanna Smertikov

Skills: Deceit (5) Rapport (4) Guns (4) Endurance (3) Resolve (3) Empathy (3)
Pilot (2) Drive (2) Athletics (2) Weapons (2); Fists (1) Might (1) Investigation (1)
Alertness (1) Science (1)

Aspects: Hong Now, Then You; White Russian; Anti-Communist; Don't Cross Me; Lost Princess; Enjoy the Pain; Hidden Weapons; Despite my appearance; Chivalry is dead; No Rivals

Stunts:

1. Quick Draw (No penalty to draw guns).
2. Lightning Hands (Use Guns for Initiative).
3. Snap Shot: Spend a Fate Point to pre-empt the normal turn sequence and act next, in addition to any other actions.
4. Two Gun Joe: Character fights with two guns. Any successful attack deals an additional point of damage.
5. Shot On the Run: Use Guns for Defense

Hit Points: O O O O O (Plus Bodyguard)

Fate Points O O O O O

Consequences: Mild_____Moderate_____Severe_____

Bodyguard: OOO OOO

Elite Bodyguard. 6 Good Minions (4 for Hong and 2 for Roxanna)
Hong's Men OOO OOO OOO OOO // Roxanna's Men OOO OOO

3. The Airfield. The airfield is a single asphalt runway with hangars, a control tower, an airship mooring post, and a warehouse lined up on one side. There are two hangars big enough for a zeppelin like the Manchu Clipper. One normally houses the Mountain Witch and the other is normally empty. The Japanese amphibious aircraft arrives at sunset (approx 6:00 pm) each day and is wheeled into the empty hangar to link up with the trucks from Death Mountain. One truck usually arrives at 4:00 pm, one at 6:00 pm, and one at 8:00pm. The aircraft is loaded overnight, and takes off at dawn the next day. The trucks likewise head back to Death Mountain. [GM Note: In running the adventure, it may keep the adventure running smoothly to simply have the Japanese plane and the trucks from Death Mountain all be on the airfield whenever the YANGROCKPAT arrives at the airfield.]

The airfield itself is guarded by 12 Average minions and 3 Hamaha Powered Armor wearing guards. These armored guards are in addition to the armored guards accompanying the trucks from Death Mountain.

12 x Average Minions: OOOO OOOO OOOO OOOO

3 x Hamaha Armored Guards (Airfield): OOO OOO OOO

8 x Drivers: Eight Average minions (2 per truck): OO OO OO OO

3 x Hamaha Armored Guards: Four Good minions (1 per truck): OOO OOO
OOO OOO

Japanese Flight Crew: 4 X Fair minions OO OO OO OO. The Japanese flight crew use unmarked charts for navigation. They have memorized the route to and from Toho Island. However, a successful Investigation Roll versus the Crew's Deceit will identify subtle pinpricks in the charts revealing the aircraft's route.

4. The Village. This is a typical Chinese village with a center square holding a well and stalls for various farm products, handicrafts, etc. It is probably finically better off than most villages. Although the people live in fear of Hong, being so close to the Fortress provides jobs and income from Hong's soldiers who come into town to spend their money. The village provides the opportunity for PCs to take advantage of Stealth, Deceit, and Disguise skills by infiltrating and gathering information. Investigation (using various skills) can reveal:

1. A funny shaped aircraft arrives just at night each day and departs just as the sun comes up. It looks funny because it has little boats where most airplanes have wheels.
2. A small convoy of trucks with metal men on the backs leaves the airfield every morning together. But the trucks come back in the afternoon one at a time.
3. Warlord Hong has been seen with a new woman--a foreigner.
4. Do not go out at night alone or Warlord Hong's men will pick you up and make you work in Death Mountain.

5. My cousins in the village near Death Mountain have disappeared. There will certainly be villagers, though, who know the value of turning foreigners over to Warlord Hong--and the penalty for not doing so!

GM Advice.

A lot can happen at Warlord Hong's Fortress and surrounding areas. Not everything has to happen! In a one-shot, gloss over the details of village life or the specific timings regarding the truck and airplane movements. Everything happens just at the right time for the players to get an idea what's going on and for the PCs to act. A rescue in the Menagerie or a confrontation with Hong in his Sanctum is only necessary if the players are interested in doing so. The key point of traveling to Hong's Fortress is learning about the Japanese aircraft flying to an unknown location in the east (Toho Island). Expect the players to either intimidate the Japanese crew to fly them to the Island, try to impersonate the Japanese crew, follow the plane, or fly to Toho Island on their own after learning its location. Depending on the sequence of scenes, players who have not yet been to the Mountain of Death may want to go there--they should, especially if their characters would be concerned for the welfare of the poor villagers dying in the mine. But they don't have to.

Scene 4. Mountain of Death

Scene Aspects:

- “Forced Labor”
- “Ruthless Guards”
- “Escape only by Death”

Suggested Compels:

- Someone known to one of the Rocket Soldiers (an Aspect) is spotted working in the mine
- The Rocket Soldiers are ordered to recover a sample from the mine
- The Rocket Soldiers are ordered to shut the mine down, permanently

Description

The ‘Mountain of Death’ site is a three-sided stockade built around the opening to a mine into the side of a cliff. A single gate passes through the stockade on the opposite side of the mine. Within the stockade are several buildings: Guard barracks, laborer barracks, a kitchen/mess hall, and a headquarters/office. Two guard towers are at the corners of the stockade flanking the gate. A narrow gauge rail runs into the mine, and small rail cars can be seen in an assembly area just outside the mine entrance. Laborers constantly shuffle in and out with these railcars. Depending on the time of day, up to three trucks may be parked in the stockade; they are being loaded with ore. Everyday the trucks arrive from Hong’s Fortress at 10:00 AM. A truck is filled every 2 hours. Once a truck is filled, it departs. The trucks make one round-trip per day. It is a four-hour drive to Hong’s Fortress. Each truck has two normal guards. In addition to normal guards, Warlord Hong has acquired Hamaha Heavy Industries Powered Armor suits for use guarding the ore. One Hamaha suit is with each truck, and remains with the truck as it drives off.

The mine commander is Captain Mong. He has 24 normal guards, who operate in groups of 4. Sixteen guards will be on duty at all times. The remaining eight arrive after any incident in the 3rd round.

Captain Mong

Skills: Leadership (5) Resolve (4) Guns (4) Endurance (3) Athletics (3) Engineering (3) Demolitions (2) Drive (2) Deceit (2) Weapons (2); Fists (1) Might (1) Investigation (1) Alertness (1) Science (1)

Aspects: Family At Home; Blind to Injustice; China First; Turn the Tables; What of the League?; Time is Wasting; Need more Laborers; Put them to Work; Slow and Steady; Confucius Say.

Stunts:

1. On Top of It: Spend Fate Point to go first in a turn or to act next.
2. Danger Sense. If ambushed, even if surprised, character can take the Full Defense Action (+2).
3. Last Leg: Spend a Fate Point to defer being Taken Out or a Consequence until a later round.
4. Feel the Burn. Allows one additional Physical Moderate Consequence

5. One Shot Left. Make a Guns attack at +3 but then character is out of ammunition.

Hit Points: O O O O

Fate Points O O O

Consequences:

Mild_____Moderate_____Moderate_____Severe_____

Guards: Sixteen Average minions: OOOO OOOO OOOO OOOO

Reserve Guards: Eight Average minions: OOOO OOOO

Drivers: Eight Average minions (2 per truck): OO OO OO OO

Hamaha Armored Guards: Four Good minions (1 per truck): OOO OOO OOO OOO

Laborers will take advantage of any incident to escape. Laborers can be recruited to assist the YANGROCKPAT using any appropriate skill, as determined by the GM. In that event, create the Aspect "Laborers Rebel" to account for laborers' assistance.

Outside the stockade is a funeral site--laborers bring bodies of the deceased to this site for burning. Other bodies are brought to nearby high ground and left to decay.

Scene 5. The Docks

Scene Aspects:

- Under Cover of Darkness
- Rough Part of Town
- Flotsam and Jetsam

Description: At the far end of an otherwise deserted pier, two boats tie up side by side. Men pass cargo in the form of large crates from one boat to the other. The men passing the cargo use a motorized winch to lift the crates. They are dressed in civilian gear, but they all wear the same clothes: dark slacks, dark sweater, wool cap and canvas shoes. The men to whom the cargo is being passed shoulder it by hand as necessary and wear a hodgepodge of clothes and haircuts.

The crates have several markings painted over [GM Note:Investigation could reveal the names 'Kawabishi Engineering' and 'Hamaha Heavy Industries')]. Otherwise, the crates now have stenciled on them simply 'Hong'.

Of the two vessels, the first are Japanese Special Naval Infantry SNI in disguise. The other boat is crewed by Yangtze smugglers who Hong has hired to bring him the equipment 'no questions asked'

Special Naval Infantry: 8 x Good minions

OOO OOO OOO OOO OOO OOO OOO OOO

Yangtze Smugglers ; 16 x Fair minions

OO OO OO OO OO OO OO OO OO

OO OO OO OO OO OO OO OO OO

The Yangtze Smugglers are supposed to receive the equipment and deliver it upriver to Hong's Fortress the next day (about a 12-18 hour journey).

Inside the crates are 6 disassembled Hamaha powered suits and 6 disassembled Kawabishi gyrocopters.

The SNI return back out to sea to their ship, the aircraft carrier *Hiryu* to get ready for their next delivery, which is to deliver food, mail, and spare parts to a small island in the East China Sea (Toho Island).

Scene 6. Backtracking the *Manchu Clipper*

Scene Aspects:

- Rough Skies
- Escape the Surly Bonds
- Needle in a Haystack

Description: Following back along the course of the *Manchu Clipper* will eventually bring the YANGROCKPAT within sight of Toho Island, the site of the secret Japanese base. Getting there will be difficult, but not impossible--the challenges along the way serving to both give characters a chance to shine as well as whittle away at some Fate Points prior to reaching the research facility on the island.

First, the YANGROCKPAT must have a means of reaching the island. One option is to modify the Rocket Packs so that they have the necessary range. It requires a 'Good' Engineering roll to do the work in one day to extend the range of one Rocket Pack far enough to reach the point where the *Manchu Clipper* diverted from its normal route. Each additional Rocket Pack increases the difficulty by one level. Reducing the time required (see Time Chart on p. 27) increases the difficulty by one level, and the increased difficulties from both adding Rocket Packs and reducing the time will stack. For example, modifying five Rocket Packs in one day is an Epic obstacle; modifying one Rocket Pack in one hour is a Fantastic obstacle; modifying three Rocket Packs in one hour is a Legendary obstacle. The disadvantage to any delay is that it provides the temptation for a Rocket Soldier whose Rocket Pack is ready to backtrack the route alone.

A second option for traveling to Toho Island is to use the YANGROCKPAT's Rich-Ford Tri-Motor, which Betty Barnes usually pilots.

Rich-Ford Tri-Motor, Average, O O O O O

Armed (forward firing machine-guns and door mounted machine-guns operated by passengers).

Rugged (+2 Hit Points, already included, above]

[Note that vehicles take damage the same as characters]

Betty (or whoever is piloting the Tri-Motor) can incur consequences on herself using the 2/4/6 rule to reduce damage done to the airplane.

Note that the Tri-Motor does not normally land on water, and there is no real landing strip at Toho Island!

Once the transportation is decided, the YANGROCKPAT must overcome several challenges in order to reach the island. Successful rolls that earn spin (+3 or more versus the difficulty) provide a +1/point of spin bonus for the next task. Failed rolls increase the difficulty of the subsequent task by 1 per point of failure! [But even a failed roll leads to eventual success--it just took the character more time, more effort, more resources, etc--possibly forcing the use of more Fate Points.]

- Good "Navigation" (Science complemented by Pilot (p.63)) to plot and fly the *Manchu Clipper* route
- Great Endurance, to persevere through the long over-water flight (if using Rocket Packs)

- Great Athletics or Piloting (depending on the vehicle used) to fly through the vestiges of Typhoon Lani

Once in the vicinity of Toho Island:

- Great Alertness to spot Toho Island
- Good Stealth to avoid being spotted by Japanese fighter aircraft patrolling the skies, who will radio the base with a warning and then attack!

Japanese Fighters: 2 x Good Minions OOO OOO (These fighters fight as a group and can split damage between the two aircraft as long as possible--for example, 4 points of stress will be split at 2 points for each aircraft.)

If the Stealth roll succeeds for all the characters, then the YANGROCKPAT reaches the island without being spotted and the fighter aircraft remain on station, perhaps to be encountered on the way out.

Suggested Compels:

- Compel Joe Pulaski 'This Looks Familiar' to have him break off from the other characters on his own course and wind up captured by the Toho Island Natives.
- Compel Betty Barnes 'If I were a man' to avoid any delay in modifying the Rocket Packs and instead head off towards Toho Island in the Tri-Motor.
- Compel Isaac Jackson 'A Rookie Mistake' to forget to check his fuel tank and run out of fuel en route to the Island, perhaps in the midst of the fight with the Japanese fighters!

Scene 7. With the Japanese Navy

Scene Aspects:

- A Disciplined Crew
- Orders from Tokyo
- Every Man to do His Duty

Description: This is primarily a transition scene to get the characters to Toho Island if they are captured by the Japanese sailors in Scene 5 or if they follow the sailors back to the Japanese fleet.

If members of the YANGROCKPAT are captured, the fleet will radio Tokyo for instructions. The orders will be to send the women to Warlord Hong as a gift via the smugglers, to send the Rocket Packs to Tokyo for analysis, and to send the Chinaman (Didi Mao) and Rocket Soldiers to Toho Island to work as laborers at the research facility.

While on board the ship, captives will be held in the brig--a Superb prison.

If the YANGROCKPAT was not captured but instead seeks to infiltrate the ships, then remaining undetected will require Superb Stealth or Fantastic Deceit (if disguised).

Each time the YANGROCKPAT is detected, 12 x Fair sailors will be close enough to attack. The first time, the sailors will be armed only with fists, clubs, and improvised weapons. Later, the sailors will be armed. Remaining undetected gets one level more difficult each time the YANGROCKPAT is detected.

GM Advice

For the characters, the 'worst' result of being captured in this scene is that they will start off as a prisoner in the next scene--either back in Hong's Harem for the women or on Toho Island for the men--although without their Rocket Packs. Therefore, the GM can speed through this scene quickly--offering compels for the characters to surrender but if the compels are not accepted then moving on to the fleet's arrival at Toho Island. In that event the players will have had to spend one or two precious Fate Points for their character to remain free.

Scene 8. Toho Island

Scene Aspects:

- On Shaky Ground
- Active Volcano
- Natives in the Trees

Description: Toho Island (named after the first Japanese to claim the island for a previous emperor) is a small circular island dominated by a central volcano. A

Japanese research facility is located south of the volcano, with a narrow vehicle path leading from the facility to a cave complex at the volcano base. The facility has a pier, at which are tied up a small motorboat, a sea-plane fighter aircraft, and a larger amphibian aircraft (unless any of these have been destroyed or taken over by the PCs.) The facility itself has a makeshift wooden fence surrounding several buildings: barracks for troops and workers (about 24), living quarters for scientists (about 10), a dining hall with attached kitchen, and a research/assembly lab. Several small trucks are in the facility as well as a small winch/crane lifting device and a motorized cart.



What happens here is that ore from Death Mountain is processed through a smelter that separates the various minerals and metals. Uranium is decanted and installed into warheads. The warheads are taken by truck to the cave complex at the volcano. In the cave complex, a reactor has been set up that is powered by the combination of exploding atomic device and hot lava. The energy is transmitted to the transmission tower at the top of the volcano. Transmissions from the tower create the atmospheric defraction that causes typhoons. The larger the power source, the more distant and more powerful will be the storm.

Native Villagers

In addition to the science facility, a small group of natives inhabits the island. They have been badly treated by the Japanese, who shoot them on sight and sink their ocean kayaks. So the natives will be wary of strangers, but will be helpful to anyone they think will remove the Japanese. The natives are nervous because ever since the Japanese have arrived, the land periodically shakes. The natives will explain that the shaking is because the 'Green Father' is angry that the strangers--the Japanese--are violating his sacred territory. Every night, the natives play huge animal skin and bamboo drums in rhythmic chants to placate the Green Father and urge him to rid the island of the strangers. If asked about the Green Father, natives point to the lush green forest and indicate the Green Father is everywhere--perhaps an indication that the forest is the 'Green Father' (but not really). They point to the volcano and describe the Green Father as 'the mountain that moves,'--perhaps an indication of flowing lava (but

not really). And, of course, at an appropriate time, the Green Father should awake and emerge above the trees: a giant tyrannosaurus rex!

Volcano Cave

1) Japanese Scientists x 6 Fair Minions: OO OO OO OO OO OO

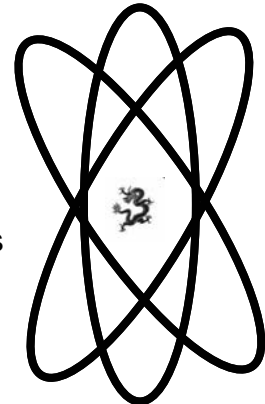
2) Japanese Soldiers x 10 Average Minions. O O O O O O O O O O O

The scientists and soldiers drive to the cave in two vehicles. While the soldiers wait outside, guarding against natives, the scientists drive their vehicle--loaded with a warhead --into the cave. Inside the cave, the scientists use a small crane to move the warhead onto a remote conveyer that takes the warhead to the detonation chamber deep under the ground. The warhead remains connected to the control chamber by a long spool of copper wire.

The scientists will detonate the warhead. The energy generated will power the transmitters at the top of the volcano and power another typhoon over the Atlantic. The explosion will also awaken the Green Father!

Research Facility

The research facility is located close to the water. It is surrounded by a bamboo fence, with a wooden walkway to a pier. At the pier are an amphibian fighter plane and an amphibian cargo plane that brings ore from Warlord Hong's fortress (unless one or both were earlier destroyed by the YANGROCKPAT). A small powered cabin cruiser boat is also tied up at the pierside. Rotted hulks of native outriggers are washed up on the beach. Inside the research facility are several buildings: barracks for troops and workers (about 24), living quarters for scientists (about 10), a dining hall with attached kitchen, and a research/assembly lab. The research/assembly lab is securely locked and constructed of concrete (all the other buildings are wood). The lab has no windows, and the single door is marked by a intersecting ovals with a dragon at the center. This symbol will be found in many locations in the laboratory. Several small trucks are in the facility as well as a small winch/crane lifting device and a motorized cart.



1) Japanese Scientists x 4: Fair Minions OO OO OO OO.

These scientists are non-combatants, so they will not fight. They will resist giving up any information unless 'taken out' via Intimidation, Rapport, etc. In addition to Japanese, at least one will speak English, Chinese, or French.

They know:

- The research facility seeks to combine atomic and volcanic energy to power an energy transmitter.
- The Energy will be used to power atmospheric destabilizers to change the weather.
- Increasing the yields of atomic energy increases the range and power of the storm.

- The scientists wear special lead lined overgarments while working in the smelting and assembly labs
- A team of scientists and soldiers has gone up to the volcano to attempt the largest explosion yet!

2) Japanese Guards x 8; Average minions. O O O O // O O // O O

Four are on duty at the facility entrance, two patrol the facility and will arrive as reinforcements 3 rounds after any conflict starts (along with Colonel Surabati unless he is already involved); and the last two are off duty and will arrive 5 rounds after any conflict starts. If captured, the guards know or believe:

- The scientists, escorted by guards, take warheads to a cave in the volcano to set off the explosions
- The explosions make the ground shake--it is scary.
- The ground now shakes all the time! Even when there are no explosions.
- The volcano is going to erupt!
- The natives are clever and sneaky--soldiers who go into the jungle alone are captured and eaten
- The natives drum all night to keep us awake and tired during the day

3) Military Representative: Colonel Surabati

Descended from Samurai, Colonel Surabati is annoyed at being posted to Toho overseeing a bunch of weak and soft scientists. His only pleasure is the enjoyment from hunting the natives. He looks forward to the completion of the scientific project since it will give Japan the power to take on America!

Colonel Surabati

Skills: Weapons (5) Endurance (4) Resolve (4) Alertness (3) Athletics (3) Art (3) Pilot (2) Guns (2) Fists (2) Might (2); Drive (1) Investigation (1) Empathy (1) Demolitions (1) Science (1)

Aspects: Son of a Samurai; Family Katana; Long Live the Emperor; Vision of Empire; Secret Plans; Death Before Dishonor; Take No Prisoners; Spit and Polish; Those Cursed Drums; Promotion Awaits

Stunts:

1. Flawless Parry
2. Riposte
3. Turnabout
4. Personal Gadget (Family Katana): Use Weapons as Intimidation; +2 to Weapons in Defense versus Weapons only; Armored (absorb 1 hit point instead of wielder) O
5. Quick Draw (Katana)

Hit Points: O O O O (plus Katana)

Fate Points O O O O O

Consequences: Mild_____Moderate_____Severe_____

Surabati's vision of empire represents his knowledge that the research is aimed at giving Japan the power to reach Hawaii or the American West Coast!

4. The Green Father

At some point while on Toho Island, the Green Father should awaken and attack everyone in sight. The natives will at first rejoice, but most will then flee as they realize the beast is indiscriminate in its attacks. The beast will seek to grab and eat anyone it can, perhaps roasting them first with atomic fire. Then, the beast will head east. If unopposed, the beast is on a direct line to San Francisco!

The Green Father [aka 'a strange beast', a giant tyrannosaurus rex, 'Godzilla']

An Epic Monster (7 skills)

Skills: Might (4); Weapons (3) Endurance (2); Intimidation (2) Alertness (1) Athletics (1) Stealth (1)

Aspects: Bestial Strength; Bestial Cunning; Atomic Breath; Shake the Earth; Armored Scales; Native Worshippers; Drawn to Cities; Unstoppable; Amphibious; Just when you thought it was over.

Hit Points: O O O O O O O O (Quality + 1)

Stunts:

1. Wrestler (the monster uses Might instead of Fists for attack and defense);
2. Hammerlock (when the monster Blocks someone with a grab, any failed attempts to escape by that character inflict a point of damage on the grabbed character);
3. Personal Artifact (Atomic Breath) Use weapons at range, range 2 zones, affect all characters in the target zone
4. Scary: Resist Intimidation with Intimidation (normally uses Resolve)
5. Aura of Menace: Once per scene per target, spend a Fate Point to make an extra, free Intimidation attack against target (in addition to any other action).

Fate Points O O O O O

Consequences: Mild_____Moderate_____Severe_____

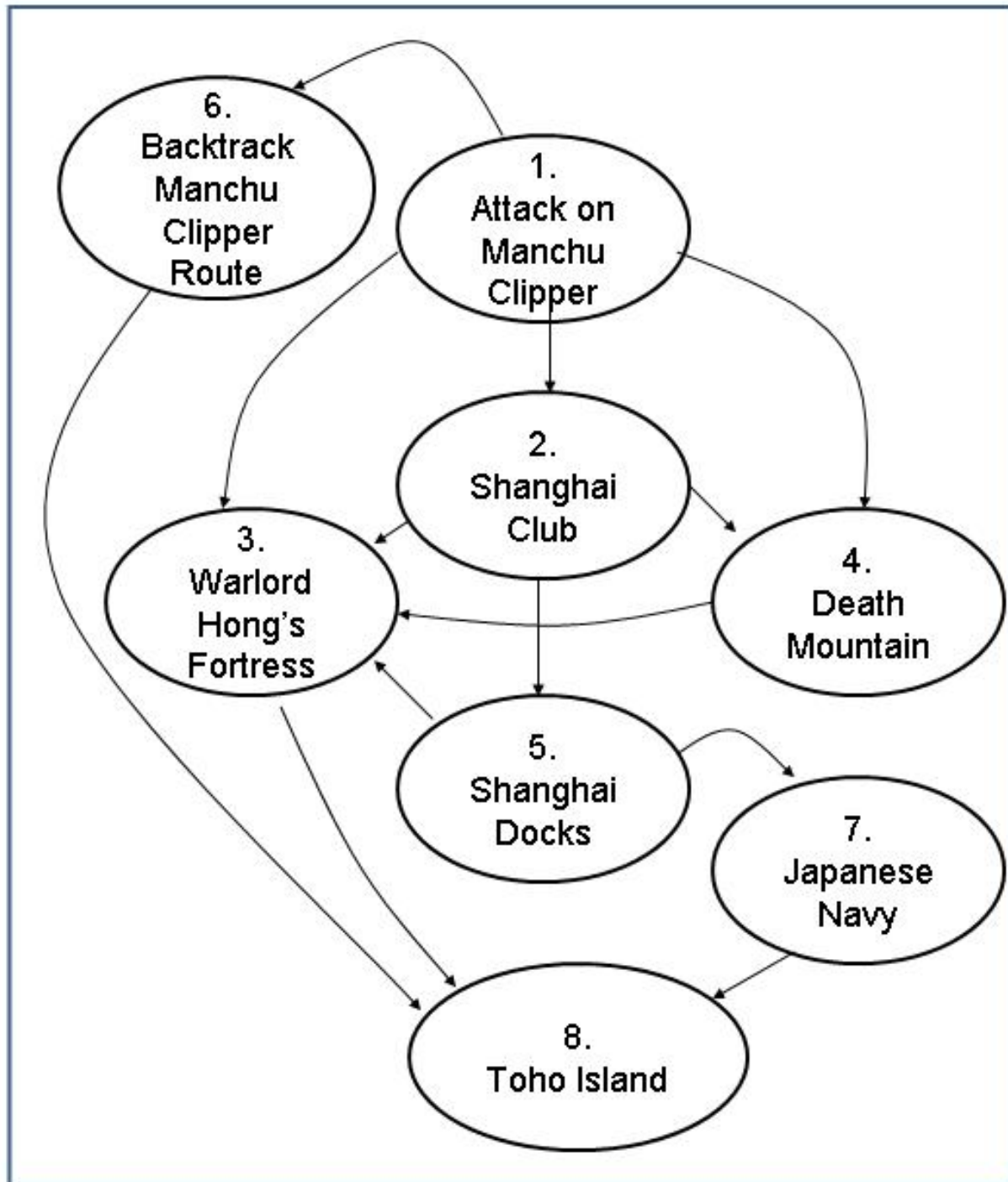
(Note: the Aspect 'Native Worshippers' represents the possibility that at least some of the native villagers will fight against anyone who is fighting against the Green Father. This aspect represents the various efforts and attacks of the villagers, without needing to have them actually represented in the battle as NPCs or minions.)

GM Advice

In a convention or a one-shot, this scene will likely have to be compressed to the bare minimum. From my perspective, the whole point of the scene is to reveal the Green Father (Godzilla). However, the logic of how and why to reveal Godzilla can be tricky. If it is the latest atomic explosion that releases or awakens Godzilla, then the players can stop Godzilla's appearance by stopping the atomic experiment. This may be satisfactory to the players, or it may be anti-climactic. In that case, it can be assumed that the monster has already been awake and gathering its strength. The timing of its emergence is coincidence. If that happens, the players may decide (as happened once in a previous game) to set off a nuclear explosion in order to defeat the monster!

Yangtze Rocket Patrol

Adventure Flow Chart



Pregenerated Characters (See Appendix)

Player Character Aspects

Hank Mellows	
Back at the Academy	Follow Me!
The Shanghai Club	I've got your number, Doctor Pi
Spit & Polish	Gotta Fly
Warlords are all alike	I love this country
Joe Pulaski	
School of Hard Knocks	Anyone speak English?
Bird's Eye View	Did someone say pie?
Mess hall gossip	Just smash it!
This looks familiar	What a ride
Kyle Hawthorne	
Harvard Grad	Let it Ride
As the crow flies	Years of practice
Houseboy!	Shanghai is a harsh mistress
Whose side are we on?	A classmate of mine
Isaac Jackson	
Battlefield Commission	The stories my Grandpappy would tell
Ain't no monopoly on suffering	Flying comes natural
Plenty of bullets	A rookie mistake
All together now!	Old dog, old tricks
Mike Newhouse	
Iron Mike	It's a gamble
I can fix it	Holdout weapon
China Girl	I know all the dives
Me, Smith, and Wesson	It grows on you
Betty Barnes	
If I were a man	My kiss is my signature
Not here, Handsome	Two languages are enough--Body and English
Beautiful Silk	How much did I drink?
Wrap this up!	Is that your gun?
Lucy Lovelace	
Admiral Belknap sends	Use the G-cipher
I like a man in uniform	Hub City Tribune
I've heard of Tojo	Anything you can do
Can I quote you, Mr. Warlord?	In the dark
Didi Mao	
My humble home	Year of the Ox
The Righteous Harmonious Fist	Consult the I Ching
I know a person	Ancient Mysteries
Trained by Hong	Just a staff

Suggested Compels to Use throughout the Game

1. Hank Mellows

- 'Follow Me' Compel to have Hank go first into any danger without necessarily planning or arranging back up.
- 'I've got your number, Dr. Pi' Compel to have Dr. Pi send minions to attack Hank to get revenge [12 x Average Minions]
- The Shanghai Club; Compel to have Hank in debt to the Shanghai Club for bar bills (whether for his own drinks, or from buying drinks for others, or perhaps someone is secretly charging Hank's account). Jack Darlak won't let Hank in the Club until he pays the bill (a Great Resources obstacle).

2. Joe Pulaski

- 'Mess Hall Gossip' Compel to 'move' Pulaski to various scenes--he's heard gossip about the Mountain of Death, he's heard gossip about the transfers at the Docks--so he starts those scenes there alone (other characters can join later).
- 'Anyone speak English' Compel to have Pulaski be misunderstood--even if the people speak English, they don't understand Pulaski
- 'Just Smash It' Compel to have Pulaski break something when breaking something is clearly not the right answer

3. Kyle Hawthorne

- 'Whose side are we on?' Compel to have Kyle actually a double-agent for Hong, the Japanese, some other villain or NPC.
- 'Let it Ride' Compel to have Kyle take a big risk by surrendering rather than continue fighting
- 'Shanghai is a harsh mistress' Compel to have Kyle captured by the Lao Tze gang, who often use beautiful women as traps, and then sold to Hong to work in Death Mountain.
- 'Houseboy' Compel to have Kyle's houseboy steal Kyle's Rocket Pack in order to sell it to Penny, the Shanghai Club singer.

4. Isaac Jackson

- 'A rookie mistake' Compel to have Isaac make rookie mistakes.
- 'Battlefield Commission' Compel during a firefight to have Isaac 'flashback' to a bad day on the battlefield and surrender
- 'Plenty of Bullets' Compel to have Isaac pinned down by accurate and heavy enemy fire and therefore unable to move
- 'Old dog, old tricks' Compel to have a maneuver Isaac is attempting automatically fail as it is an 'old trick'

5. Mike Newhouse

- 'China Girl' Compel to have Mike's girlfriend, Li Fong, kidnapped and now a captive in Hong's fortress.
- 'Me, Smith, and Wesson' Compel to have Mike find himself alone in a confrontation with a band of sailor smugglers, who will intend to sell him to Hong in order to work at Death Mountain. [12 x Average minions].

- 'I can fix it' Compel to have Mike kidnapped by Hong in order to fix some of the new Japanese technology Hong is receiving--Hong knows of Mike's reputation as a mechanic. If the Compel is accepted, Mike immediately becomes an 'honored guest' (prisoner) of Hong.
6. Betty Barnes
- 'If I were a man' Compel to have Betty attempt something alone without help and wind up captured.
 - 'Not here, Handsome,' Compel to have Betty decide not to fight (or not to continue fighting) someone and instead surrender.
 - 'How much did I drink?' Compel to have Betty slipped a knock-out drug at the Shanghai Club and awakened at Hong's Fortress as a prisoner in Hong's Harem of captive women.
 - 'Two languages are enough, Body and English'; Compel anytime Betty attempts to communicate with someone who could reasonably be expected not to know English--Betty's only spoken language.
7. Didi Mao
- 'My Humble Home' Compel to have word come to Didi Mao that his village has been emptied by Hong's men and the villagers taken as laborers.
 - 'Trained by Hong' Compel to have Didi Mao captured by Hong's agents because Hong knows Didi Mao's weaknesses
 - 'Consult the *I Ching*' Compel to have Didi Mao suffering from inauspicious times (-2 to physical acts) unless he can get a good luck charm from an old wise woman in Old Shanghai
 - 'The Righteous Harmonious Fist' Compel to have Didi Mao attacked by a remnant band of Boxers at just the wrong moment. [12 x Average Minions]
 - 'I Know a Person; Compel to have Didi Mao know someone who is aboard the *Manchu Clipper* and needs rescuing, or someone captured in Hong's menagerie who needs rescuing, or working in Death Mountain who needs rescuing, etc...
8. Lucy Lovelace
- 'Admiral Belknap Sends' Compel to have Lucy investigate something or go somewhere, "Admiral Belknap has actually sent you to...find out what is going on in Death Mountain, etc."
 - 'Anything You Can Do' Compel to get Lucy into trouble by sparking a rivalry with the other characters, particularly Betty Barnes and Roxanna Smertikov
 - 'I like a man in uniform' Compel to have Lucy agree with any uniformed opponent and concede in any conflict.
 - 'Hub City Tribune'; Compel to have Lucy seek to interview bad guys during the game and thereby fall into their clutches.

Using non-pregenerated characters.

Go for it! In this case, there are a couple of easy starting points. The first is to have the PCs be passengers aboard the *Manchu Clipper* as it is attacked. With this option, increase the amount of Hong's pirate boarders and decrease the aerial combatants. But leave enough gyrocopters to encourage daring PCs to figure how to get into the aerial fight.

The second option, for a more noiresque game perhaps, is to start in the Shanghai Club and see where things lead. In this case, the pirating of the *Manchu Clipper* can be a major point of conversation--with passengers who are known to the PCs (Aspects) already captured.

Special Rules.

1. No Stress Track. Characters do not have stress tracks. Instead, they have a single pool of 'Hit Points'. Hit Points equal the normal bonuses to Health and Composure for Endurance and Resolve, respectively. That is, +1 for Average and Fair skills, +2 for Good and Great skills, and +3 for Superb skills. A character with Superb Endurance and Good Resolve would have 5 Hit Points.

Hit points are damaged in play by physical and social attacks. Each point of damage done by the attack reduces the same amount of hit points.

Hit points 'refresh' at the end of every scene.

If a character is hit for more damage than he has hit points remaining, then the character is 'Taken Out' unless he takes a consequence using the 2/4/6 rule (see below).

When a character can not absorb damage using some combination of hit points and consequences, then that character is 'Taken Out'.

2. This version of the '2/4/6 rule' (from <http://evilhat.wikidot.com/faster-conflicts>) modifies the way damage works. When a character takes damage in excess of his hit points, that character is Taken Out. Characters can take a Consequence in order to reduce the amount of damage taken. Any damage left over after taking the Consequence is applied to Hit Points. .

Take a mild consequence for a -2 to the damage dealt.

Take a moderate consequence for a -4 to the damage dealt.

Take a severe consequence for a -6 to the damage dealt.

Example: Suppose you have 5 hit points. Someone hits you for an 8 point hit. Taking a mild consequence isn't going to do it — that leaves you with 6 damage, still beyond your stress track. You could take a moderate consequence, reducing the damage inflicted to 4 points, leaving you with 1 hit point. Or you could take a severe consequence, reducing the damage to 2 points and leaving you with 3 hit points remaining. The Severe Consequence, however, would last the remainder of the game session. One benefit to this process is that it breaks up the predictability of the mild->moderate->severe consequence path.

3. Fate Points. If used a one or two-session adventure, I recommend using 5 Fate Points per player character, rather than the standard 10. Minor NPCs each have 3 Fate Points for the complete adventure if ran as a one-shot or per game session if extended over multiple sessions. Major NPCs each have 5 Fate Points for the complete adventure if ran as a one-shot or per game session if extended over multiple sessions.

4. Adventure Aspects.

In addition to character and scene Aspects, I recommend using 2 or more 'Adventure Aspects' to help standardize the concept of the Rocket Soldiers. Some possibilities for Adventure Aspects are:

- "Rex-Goddard 5 Rocket Pack" (aka RG-5 rocket pack). [All members of the Yangtze Rocket Patrol get the benefits of this Aspect. It's what allows them to fly. Flying with the rocket pack uses the Athletics skill (not Piloting). The GM can offer compels based on mechanical difficulties with the RG-5 or fuel problems, etc.] Rex-Goddard is simply the name of the manufacturer--change as you see fit.
- "Major Quinn is in charge" Major Quinn is the leader of the Yangtze Rocket Patrol. He's meant to be the means by which the GM can pass information and instructions. He should be played as an administrator, sending the PCs to get things done while he deals with reports and bureaucrats.
- "Rocket's Away!" This could mean almost anything. Compel this for a Rocket Soldier to find his Rocket Packet has been stolen--it's literally 'away'. Compel this to have a Rocket Soldier's Rocket Pack come loose in flight! It could also be the motto of the YANGROCKPAT, signifying a call to arms. Compel this to indicate a Rocket Soldier is missing--and if so, he is a prisoner at Death Mountain!

These aspects can be tagged for free once by the players, then have to be paid for with Fate Points. The GM can use these Aspects to Compel the PCs, and thereby feed Fate Points to the players during the game.

5. Feedback. Let me know if you have any question or if you give this adventure a try: pmelwhite@msn.com. I'd love to hear from you!

Appendix 1

CHARACTER CHOICES (rank in order of preference from 1 to 8)

- ___ Lieutenant Hank Mellows,
Charismatic and attractive, Hank is the all-American boy in foreign lands struggling to make sense of the world far from mom, baseball, and apple pie. He drives the story, and earns Fate Points, by striving to lead the YANGROCKPAT to fight the good fight against bad guys.
- ___ Lieutenant Joe Pulaski,
Joe is a hot-shot flier who is not afraid to fight—nor too brave to run. His job is to enthusiastically support the plan—any plan. The more crazy the better, especially if it gets him in the air. He should mine Fate Points by 'remembering' gossip and misunderstanding things that get the YANGROCKPAT into action.
- ___ Lieutenant Kyle Hawthorne,
Too smart for his own good, Kyle is the schemer and trouble-maker in the group. A so-so flyer, use Kyle to engage with the seedier side of Shanghai, which then draws in his companions. The consummate expatriate, he should earn Fate Points by finding trouble in Old Shanghai.
- ___ Lieutenant Isaac Jackson,
The eldest of the Rocket Patrol, Isaac is the voice of reason and caution. The grandson of a slave, Isaac has a different perspective on life and society than his younger and more privileged comrades. He earns Fate Points by comparing the tales of suffering he has heard against the suffering he sees and wanting to do something about it.
- ___ Lieutenant Mike Newhouse,
Mike is a handy guy to have around—he's got quick hands and he's a natural mechanic. He can fix or find just about anything the YANGROCKPAT might need. Mike earns Fate Points by coming up with the technical solutions to problems that are easier said than done.
- ___ Captain Betty Barnes,
Betty is a modern woman who's come a long way. As a woman in a man's job, she enjoys the target rich environment for living life to the fullest. Betty's role models are Mae West and Eleanor Roosevelt—strong, smart, and sultry. Betty's looks should get her into trouble and her lips should get her out of it—even if that means screaming for help!
- ___ Lucy Lovelace, Naval Intelligence Operative
In her cover as a reporter for the Hub City Tribune, Lucy is smart and inquisitive, so you can use her skills as a reporter to figure out what's going on. Note that she is in Shanghai to recruit and control agents to spy on Japanese Naval activities.
- ___ Didi Mao, Chinese Liaison to the Rocket Patrol
Mao is a humble guy, slow to anger but very dangerous if forced to be. Mao is the link to Shanghai and China. Did Mao earns Fate Points by finding connections between what is going on and the people and places of Shanghai and China.

Appendix 2

ROCKET ADVENTURE STORIES

(These stories were notionally used to come up with the first eight Aspects for each of the player characters.)

YANGTZE ROCKET PATROL #1 *"Stars on the Yangtze"*

HANK MELLOWS and his fellow Rocket Soldiers report for duty at Shanghai Station, China. In the International Zone, **JOE PULASKI** and **KYLE HAWTHORNE** wind up in a brawl with the French Navie Oriente defending the virtue of the beautiful **BETTY BARNES**. The pair look to be in for a beating but meet and befriend Shanghai native **DIDI MAO**, who guides them to safety. Meanwhile, on patrol over the Yangtze, **MIKE NEWHOUSE** and **ISAAC JACKSON** discover the sunken wreck of a Manchu treasure junk, guarded by spirits of the dead! In addition, back in Washington DC, Office of Naval Intelligence Chief, Admiral Belknap, recruits **LUCY LOVELACE** for a job vital to national security.

YANGTZE ROCKET PATROL #2 *"Doctor Pi's Deadly Calculus"*

LUCY LOVELACE arrives in Shanghai where she naturally runs into **HANK MELLOWS** at the Shanghai Club while he is out with **BETTY BARNES**. When a Regular Oil Corporation tanker floats down the Yangtze, abandoned, the YANGROCKPAT is sent to investigate. **KYLE HAWTHORNE** and **MIKE NEWHOUSE** board the ship but then fall deathly ill with a mysterious sickness. It takes **DIDI MAO'S** consultation of the *I Ching* to discover the old wise woman in the hinterlands who knows the cure—and only **JOE PULASKI** can get **MAO** to the woman and back in time! Upriver, **HANK** and **ISAAC JACKSON** trace the missing crewman to the fortified villa of Doctor Pi, where they've been transformed into something other than man by an experiment of the Doctor's gone awry.

YANGTZE ROCKET PATROL #3 *"Grounded"*

The YANGROCKPAT sparks an international incident when **JOE PULASKI** and **HANK MELLOWS** practice dive-bombing, only to see a Japanese mini-sub rise to the surface, damaged! YANGROCKPAT operations are suspended while the diplomats try to smooth things over. The grounding coincides with the out-of-season arrival of Typhoon Ishi, roaring in from the East China Sea. Investigating the submarine incident, **LUCY LOVELACE** discovers that the Japanese sub was not so innocent after all! The YANGROCKPAT commandeer ground vehicles in a race to disrupt the Japanese plans to control the weather! **BETTY BARNES** falls prey

to the Lao Tze Gang, who slip her a micky and sell her to the Courtesan Mi Fong. Visiting Mi Fong's house, **KYLE HAWTHORNE** discovers the captured **BETTY**, so he convinces **MIKE NEWHOUSE** to help free her. During the rescue, **MIKE** and Mi Fong make a close connection.

YANGTZE ROCKET PATROL #4 *"The Labyrinth of Warlord Hong"*

The YANGROCKPAT is in the fight of its life against the minions of Warlord Hong, who have been sent to capture **DIDI MAO**, Hong's former apprentice. With a 'borrowed' rocket pack for **MAO**, **BETTY BARNES** and **MAO** fly to Hong's mountain castle to confront the Warlord, with the rest of the YANGROCKPAT chasing close behind! **LUCY LOVELACE** is at the Hong Fortress following up reports of weapons smuggling. Hong seeks the secret of the I Ching, and attempts to coerce **MAO** by threatening his friends. **LUCY** and **BETTY** must face the peril of Hong's Labyrinth of Death. The women overcome their rivalry in order to overcome their prison, and join **HANK MELLOWS**, **JOE PULASKI**, **ISAAC JACKSON**, and **MIKE NEWHOUSE** in escaping Hong's clutches. **KYLE HAWTHORNE**, his Rocket Pack missing, remains in Shanghai where he engages in a dangerous game of chance with an old friend from Harvard—Yamamoto.

YANGTZE ROCKET PATROL #5 *"Red Sun Over Yangtze"*

[Players create story and fill in Aspects 9 and 10 for characters. At least one new Aspect must relate to one of the other player characters. Use this story for potential NPCs, locations, etc, in the game.]

Appendix 3

Character Preference Matrix (for use by the GM if desired)

	PLAYERS							
Hank Mellows								
Kyle Hawthorne								
Joe Pulaski								
Betty Barnes								
Isaac Jackson								
Lucy Lovelace								
Mike Newhouse								
Didi Mao								

Appendix 4



Character figures and images by Pulp Figures

For use to print and cut out as counters

APPENDIX 5 (CHARACTERS)

LIEUTENANT HANK MELLOWS

ASPECTS

Back at the Academy	Follow Me!
The Shanghai Club	I've got your number, Doctor Pi
Spit & Polish	Gotta Fly
Warlords are all alike	I love this country



SKILLS

Superb (+5)	Leadership				
Great (+4)	Guns		Alertness		
Good (+3)	Stealth		Athletics		Resolve
Fair (+2)	Endurance		Fists	Deceit	Academics
Average (+1)	Might	Science	Resources	Rapport	Sleight of Hand

STUNTS

One Shot Left (158)	Make a single Guns attack at +3, then you are out of ammunition
Last Leg (144)	Spend a Fate Point to avoid a Consequence or 'Taken Out' result
Clever Disguise (135)	Use Deceit to avoid discovery while disguised
Linguist (116)	Speak 5 additional languages (defined during play)
Hush (199)	Extend Stealth skill to up to 3 other characters

Hit Points	□ □ □
------------	-------

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

LIEUTENANT JOE PULASKI

ASPECTS

School of Hard Knocks	Anyone speak English?
Bird's Eye View	Did someone say pie?
Mess hall gossip	Just smash it!
This looks familiar	What a ride



SKILLS

Superb (+5)	Athletics				
Great (+4)	Stealth		Endurance		
Good (+3)	Alertness		Empathy		Intimidation
Fair (+2)	Fists		Deceit		Rapport
Average (+1)	Resolve	Drive	Contacting	Gambling	Burglary

STUNTS

On Top of It (119)	Spend a Fate Point to go first in an exchange
Ready for Anything (120)	+1 Alertness for determining initiative
Run Interference (120)	When holding an action, spend a Fate Point to retroactively block an opponent's action. Interference is <i>FREE</i> if you commit to block before opponent declares specific action
Danger Sense (121)	Take Full Defense when ambushed (+2 defense roll). Surprised characters normally have base defense of 0
Contortionist (126)	Use Athletics for 'Contortion' type tasks

Hit Points	□ □ □
------------	-------

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

ASPECTS

Harvard Grad	Let it Ride
As the crow flies	Years of practice
Houseboy!	Shanghai is a harsh mistress
Whose side are we on?	A classmate of mine



Image by Pulp Figures

SKILLS

Superb (+5)	Academics				
Great (+4)	Resolve		Gambling		
Good (+3)	Science	Athletics		Resources	
Fair (+2)	Guns	Empathy	Endurance	Sleight of Hand	
Average (+1)	Drive	Alertness	Fists	Art	Investigate

STUNTS

Ebb & Flow (141)	Spend a Fate Point at the start of an exchange to 'read' a target as a free action
Gambling Man (154)	Compels involving Gambling automatically start 'escalated'—worth 2 Fate Points
Double or Nothing (155)	After losing a Gambling Roll, you can call for a re-roll. Success leads to 'scratch' (Nothing). Failure cause Double initial loss.
Players Club (156)	Use Gambling in place of Contacting
Smooth Recovery (184)	Allows one additional Moderate non-physical consequence

Hit Points	□ □ □
------------	-------

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Moderate (non-physical)	
Severe	

CAPTAIN BETTY BARNES, WOMEN'S ROCKET AUXILIARY, PILOT (WRAP)

ASPECTS

If I were a man	My kiss is my signature
Not here, Handsome	Two languages are enough--Body and English
Beautiful Silk	How much did I drink?
Wrap this up!	Is that your gun?



SKILLS

Superb (+5)	Rapport				
Great (+4)	Empathy		Guns		
Good (+3)	Leadership		Athletics		Mysteries
Fair (+2)	Resolve		Endurance	Academics	Investigate
Average (+1)	Weapons	Fists	Stealth	Alertness	Engineering

STUNTS

The Right Questions (184)	Use Rapport instead of Contacting to gather information with neutral or friendly characters
Popular Gal (182)	Seduction attempts with Rapport gain +2 against receptive characters
Inner Strength (186)	Gain +2 to Resolve; +3 if using Full Defense
Shot on the Run (157)	Use Guns for defense versus physical attacks
Stay on Target (157)	Use Guns at +1 when performing an aiming Maneuver against a target

Hit Points	<input type="checkbox"/> <input type="checkbox"/>
------------	---

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

DIDI MAO, LOCAL LIAISON

ASPECTS

My humble home	Year of the Ox
The Righteous Harmonious Fist	Consult the I Ching
I know a person	Ancient Mysteries
Trained by Hong	Just a staff



SKILLS

Superb (+5)	Fists				
Great (+4)	Mysteries		Alertness		
Good (+3)	Stealth	Endurance		Resolve	
Fair (+2)	Athletics	Weapons	Sleight of Hand	Deceit	
Average (+1)	Contacting	Art	Intimidation	Gambling	Burglary

STUNTS

Personal Artifact (173)	<i>I Ching Tiles:</i> <ul style="list-style-type: none"> - Arcane (magical properties); Use Mysteries for Contacting - Fortunetelling (261): Make two Predictions per game; base difficulty is 0, modified by Specifics, Presentation, Obscurity (+2 each). Prediction creates an Aspect.
Flawless Parry (203)	+3 Bonus to Weapons when using Full Defense
Riposte (203)	If defense gains Spin (exceeds attack roll by 3 or more), inflict a point of Stress (inflict one hit point of damage) on attacker
Turnabout (204)	If defense gains Spin, spend a Fate Point to treat defense roll as a <i>free attack</i> on opponent, dealing stress/hit point damage as normal [for example: attacker result (Guns) is 2; Didi Mao defense (Fists) is 6--Didi Mao spends a Fate Point to treat his 6 as an attack against a defense of 2! Usable once per opponent per scene]
Martial Arts (152)	Take a full action to use Fists to study opponent; target must defend with Fists. If maneuver is successful, emplace Aspect on target worth +3 when tagged

Hit Points	□ □ □ □
------------	---------

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

LIEUTENANT ISAAC JACKSON

ASPECTS

Battlefield Commission	The stories my Grandpappy would tell
Ain't no monopoly on suffering	Flying comes natural
Plenty of bullets	A rookie mistake
All together now!	Old dog, old tricks



Image by Pulp Figures

SKILLS

Superb (+5)	Endurance				
Great (+4)	Might		Intimidate		
Good (+3)	Resolve		Engineering		Survival
Fair (+2)	Leadership		Athletics	Alertness	Guns
Average (+1)	Deceit	Rapport	Empathy	Drive	Pilot

STUNTS

Herculean Strength (171)	Weight based difficulties reduced by 2
Unbound (171)	Might +2 to avoid restraints
Unstoppable (171)	Use Might for Athletics for move actions; physical borders are reduced by 2
Wrestler (172)	Use Might instead of Fists for physical combat
Hammerlock (172)	Might +1 when blocking someone via grabbing (Blocking page 60)

Hit Points	□ □ □ □ □
------------	-----------

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

LUCY LOVELACE, LADY REPORTER

ASPECTS

Admiral Belknap sends	Use the G-cipher
I like a man in uniform	Hub City Tribune
I've heard of Tojo	Anything you can do
Can I quote you, Mr. Warlord?	In the dark



SKILLS

Superb (+5)	Investigate				
Great (+4)	Resources		Contacting		
Good (+3)	Rapport		Resolve		Empathy
Fair (+2)	Art	Academics	Science	Stealth	
Average (+1)	Endurance	Guns	Drive	Deceit	Burglary

STUNTS

Quick Eye (166)	Make quick and thorough Investigations; doubling number of Investigation rolls allowed
Cold Read (142)	Allows Empathy rolls to discover opponent Aspects upon initial meeting (normally Empathy requires 30 minutes of conversation)
Uncanny Hunch (165)	Once per scene, make a prediction about a character, object, location, situation, etc; if the prediction turns out to be true, you can use Investigation (or Empathy) in place of <i>any other skill</i> for one exchange
Insider (132)	Use Contacting in place of Leadership when dealing with bureaucracies
Network of Contacts (131)	Introduce an Average (+1) companion with two Advances (page 77) at any time, once per game (for a companion who remains in play) or twice per game (for companions who remain for only one scene)

Hit Points	□ □ □
------------	-------

Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

LIEUTENANT MIKE NEWHOUSE

ASPECTS

Iron Mike	It's a gamble
I can fix it	Holdout weapon
China Girl	I know all the dives
Me, Smith, and Wesson	It grows on you



SKILLS

Superb (+5)	Guns				
Great (+4)	Engineering		Intimidate		
Good (+3)	Resolve		Fists		Endurance
Fair (+2)	Gambling		Weapons	Pilot	Empathy
Average (+1)	Athletics	Alertness	Drive	Leadership	Might

STUNTS

Quick Draw (159)	Draw a gun as a supplemental action without penalty
Lightning Hands (159)	Use Guns for initiative instead of Alertness
Snap Shot (159)	Spend a Fate Point to act next in an exchange; this may be done <i>in addition</i> to character's normal action; cost increases by 1 for each use in the same scene
Demolitions (148)	Explosive force increased by +3 if properly prepared
Grease Monkey (149)	Engineering +1 with vehicles—including the Rocket Pack!

Hit Points	□ □ □ □
------------	---------

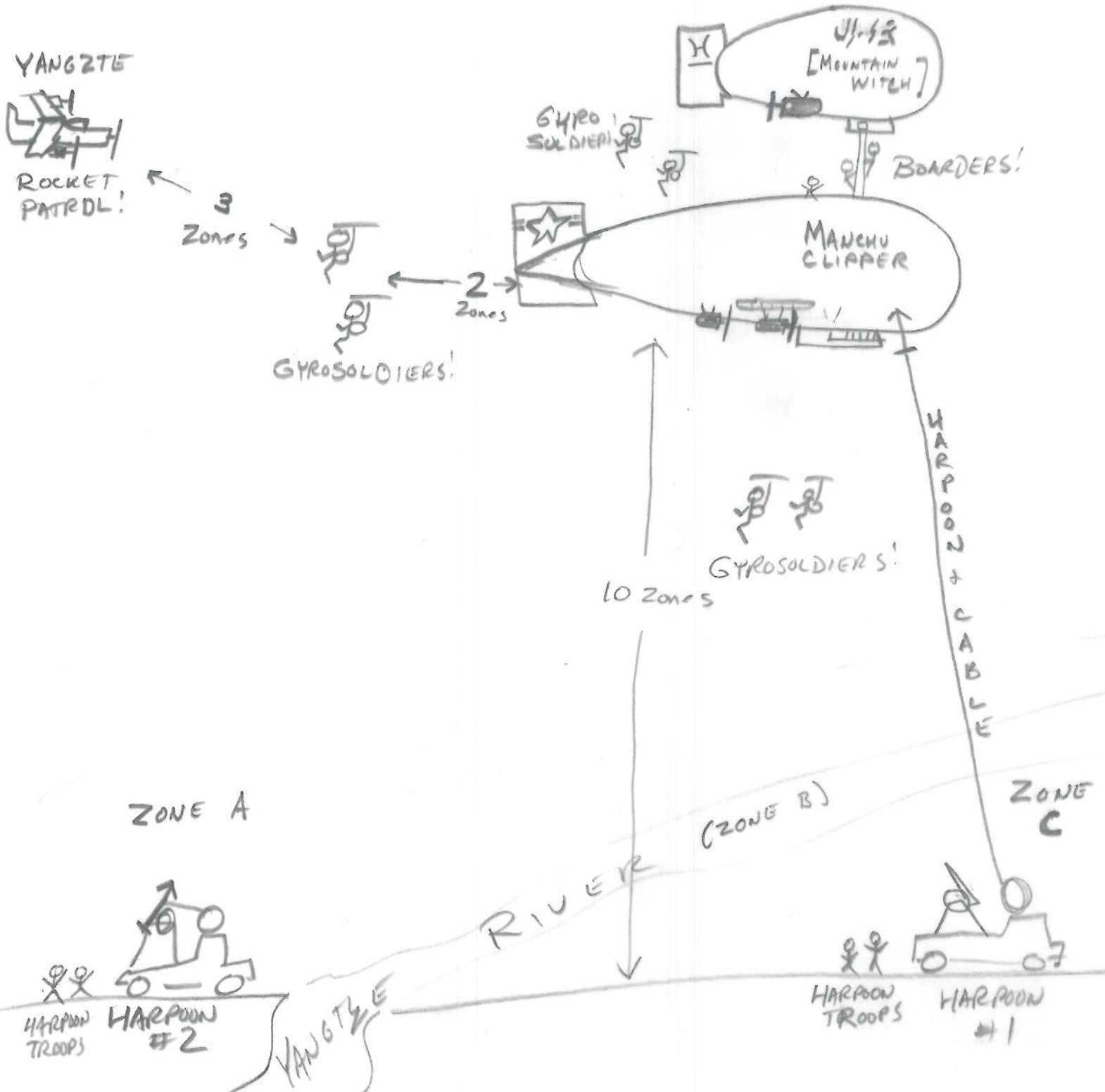
Consequences (2/4/6 Rule in effect)	
Minor	
Moderate	
Severe	

SCENE 1: MANCHU CLIPPER MAYDAY

ASPECTS: MANCHU CLIPPER IN TROUBLE!

GYRO SOLDIERS! THEY'RE EVERYWHERE HONG'S
FORTRESS
A LONG WAY DOWN

← SHANGHAI



SCENE 2: SHANGHAI CLUB

ASPECTS: BLACK TIE ONLY
PRIVATE ROOM UPSTAIRS
THE WALLS HAVE EARS

BASEMENT
STORE ROOMS
+
SLEEPING QTRS

GROUND FLOOR
DINING ROOM + KITCHEN

PARK

SECOND FLOOR

ALLEY

CLUB
ROOMS

ROOMS

BAR
ROOM

GAME
ROOM

ALLEY

STAIRS

STREET

RIVER WALL

THIRD FLOOR
PRIVATE ROOMS
JACK DARLAK'S
SUITE

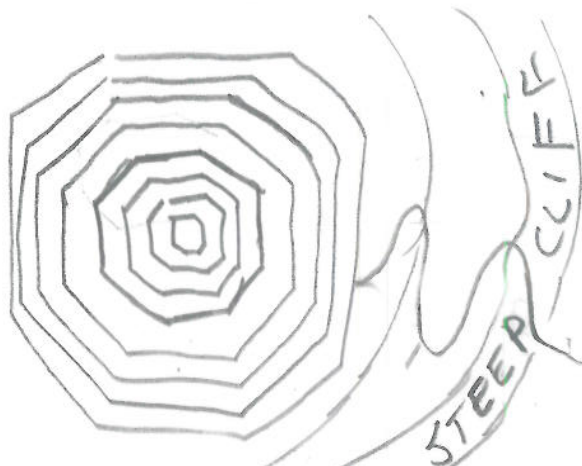
YANGTZE

FOURTH FLOOR
GUEST BEDROOM
SUITES

SCENE 3: HONG'S FORTRESS

ASPECTS: SECRET PASSAGES
GUARDS AT THEIR POSTS
SCURRYING SERVANTS

WARLORD
HONG'S
FORTRESS



RICE PADDIES

VILLAGE

MOUNTAIN
OF
DEATH

MOORING TOWER
AIRFIELD

CONTROL

BLDG

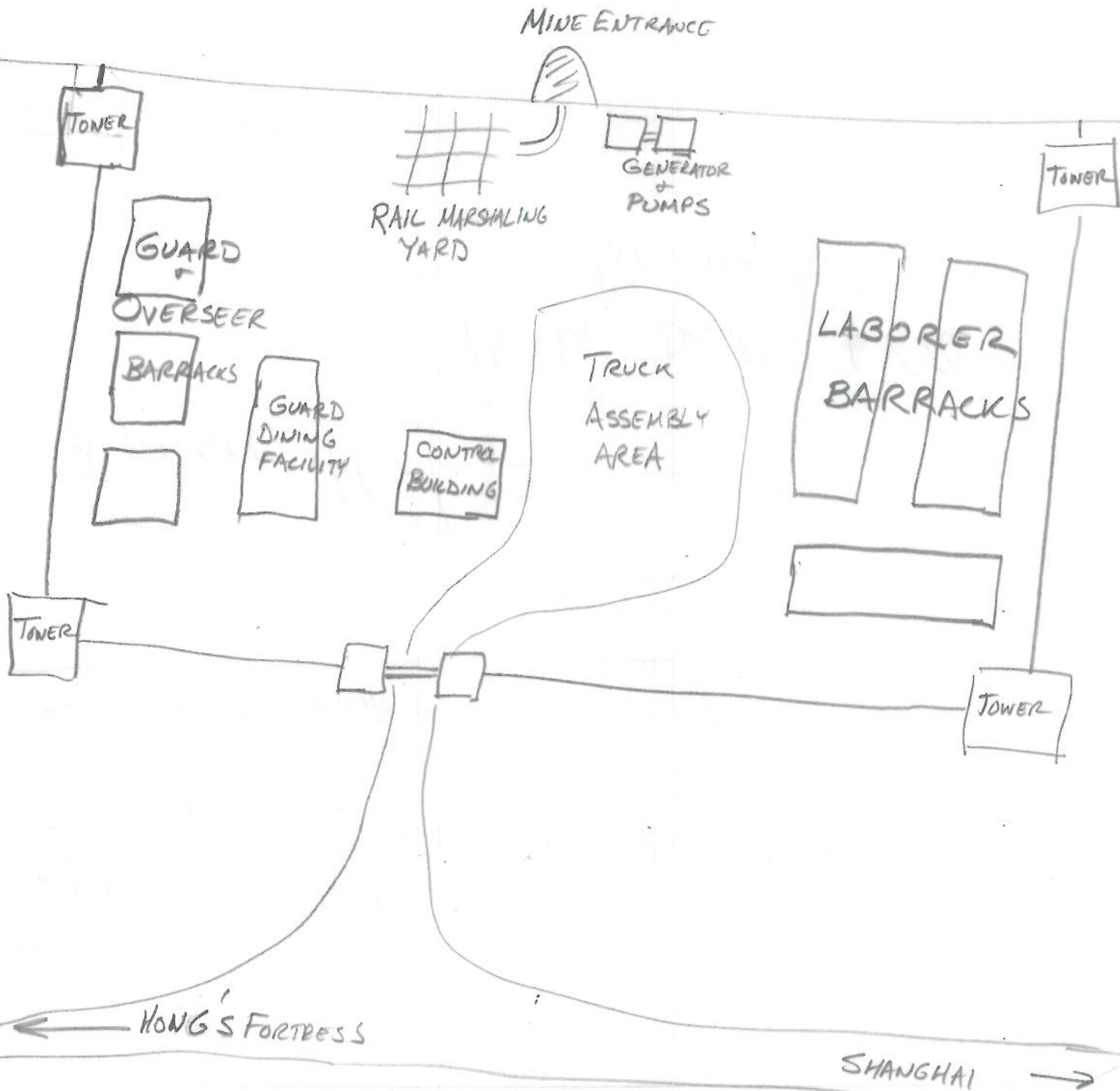
HANGAR

HANGAR

WARES

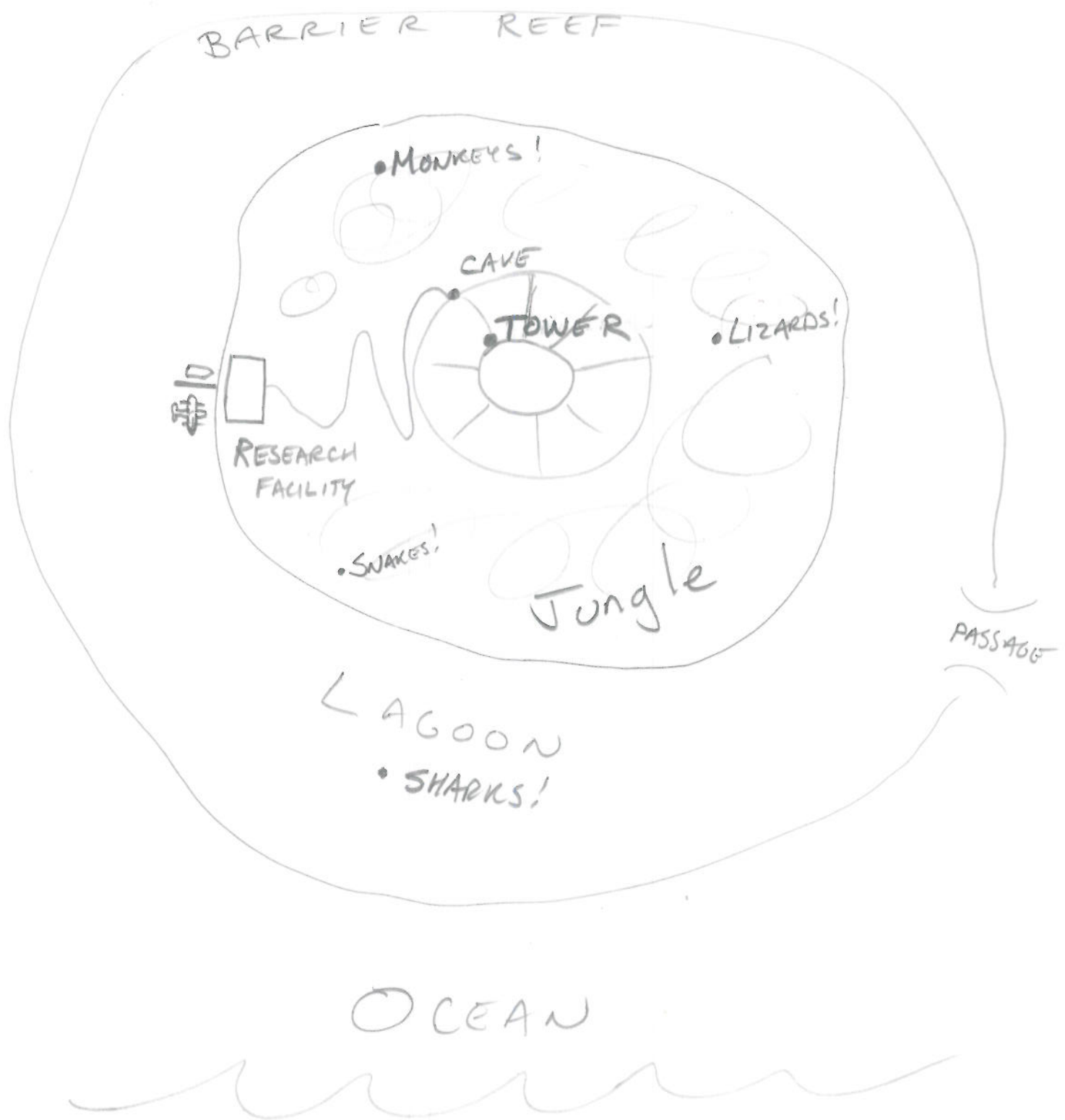
SCENE 4: MOUNTAIN OF DEATH

ASPECTS: FORCED LABOR
RUTHLESS GUARDS
ESCAPE ONLY BY DEATH



SCENE 8: TOHO ISLAND

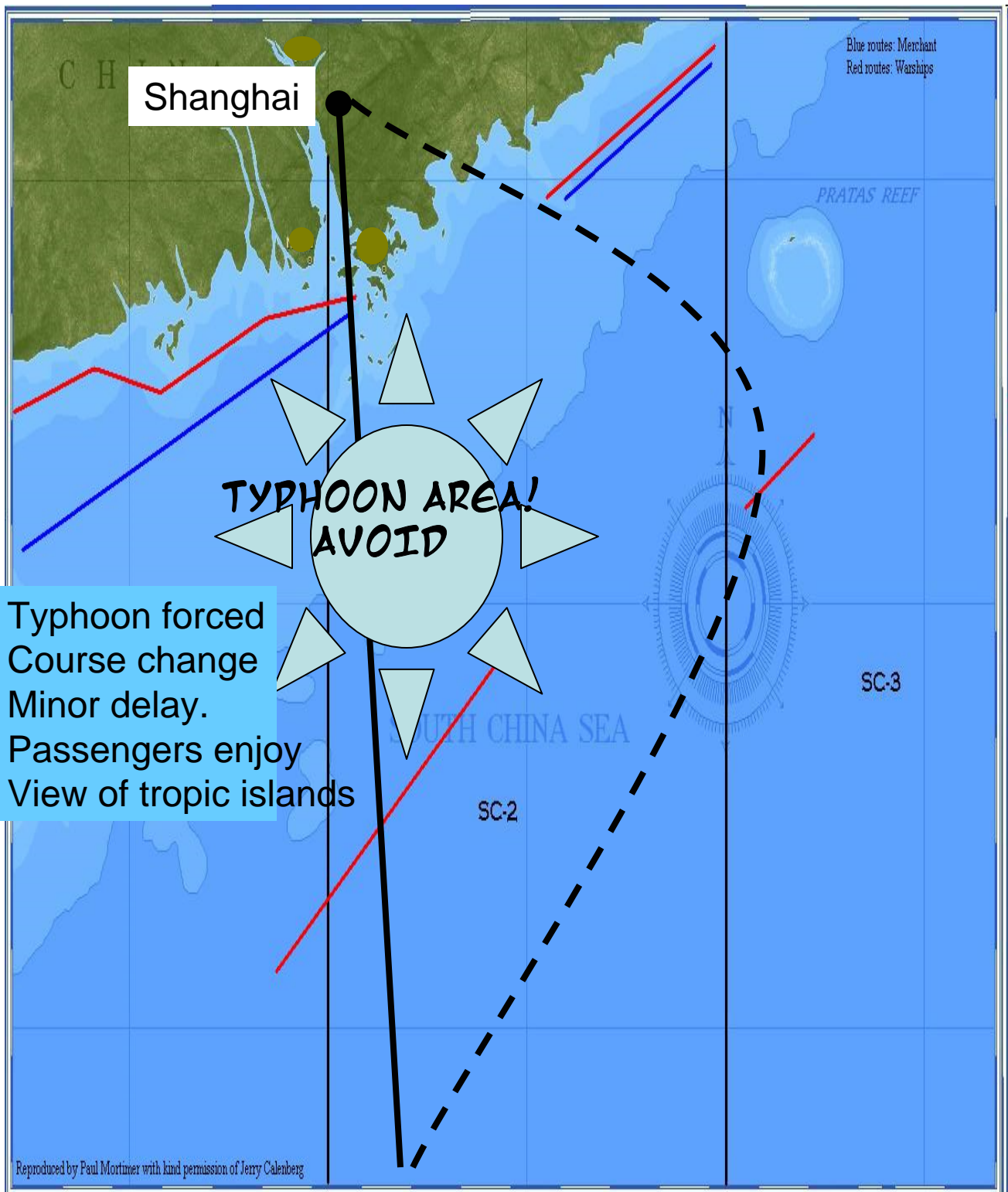
ASPECTS: ON SHARKY GROUND
ACTIVE VOLCANO
NATIVES IN THE TREES



NAVIGATION CHART

Manchu Clipper

Captain John Isely, Commanding





All figures and images by Pulp Figures
For use to print and cut out as counters

The Green Father
(cut out, fold, and use
as a counter)
From Firefly Games,
Monster Island



www.firefly-games.com

Copyright 2002 by Firefly Games